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Term	Documents
TIME.USPT.	2036772
TIMES.USPT.	998444
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PERIODS.USPT.	265419
(11 AND (TIME ADJ PERIOD)).USPT.	0
(TIME PERIOD AND L11).USPT.	0

Database: US Patents Full-Text Database
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Search History

DATE: Thursday, April 03, 2003 Printable Copy Create Case

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L24	time period and l1	0	L24
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L22	L21 and l1	0	L22
L21	amount near3 resource$1	3218	L21
L20	l11 and usage$1	1	L20
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L17	l1 and CPU	0	L17
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L14	CPU time and l11	1	L14
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L10	L9 and l1	1	L10
L9	processing and capacity	157691	L9
L8	L7 and l1	0	L8
L7	processing near3 capacity	7212	L7
L6	l1 and (type$1 and resource$1)	1	L6
L5	l1 and (type$1 near2 resource$1)	0	L5
L4	l1 and time$1	1	L4
L3	L2 and l1	0	L3
L2	real time$1	86415	L2
L1	5987021.pn.	1	L1

END OF SEARCH HISTORY

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L14: Entry 1 of 1 File: USPT Nov 12, 1996

DOCUMENT-IDENTIFIER: US 5574911 A
TITLE: Multimedia group resource allocation using an internal graph

US Patent No. (1):
5574911

Detailed Description Text (8):
The actual multimedia objects/processes are then responsible for using the application, its constraints on performance and user given constraints to calculate details about actual resource usage. For playing a movie, a lot of memory might be required to do buffering and remove jitter. For doing video conferencing, only small buffers would be required, but getting CPU time may be very important.

Detailed Description Text (40):
The algorithm described in this invention approaches resource allocation as a problem in which `N` resource types are available for objects to share. This set of resources is unlikely to change between attempts to allocate resources. Each resource type has an allocation algorithm associated with it. These algorithms are encapsulated into objects called "Resource Controllers". It is the job of a Resource Controller to dole out the resource it controls. A Resource Controller could control a computing resource (such as CPU time or memory space) or a physical resource (such as a disk drive or audio playback adapter). This object is expected to implement a useful algorithm for reservation and allocation. There are many instances of prior art for such algorithms, and this disclosure does not attempt to cover the subject of such algorithms. The important statement is that there are `N` resources, each with some object managing its allocation.

Detailed Description Text (45):
Let us say that the Resource Manager receives `M` Control Value definitions during a given allocation. Control Values can be used by an object to control any facet of its operation. For example, a video capture object may offer a Control Value that varies the level of video compression. The desired value would be set for high-quality capture, while the worst-case value would be set to the minimum the user likes to see. The resource types affected by this parameter might be CPU time, memory space, and bandwidth. Other possible Control Values include video frame rate, quality-of-delivery, or any internal parameter which might affect or be affected by resource use.